

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (CURRENTLY AMENDED) A memory storing computer program ~~product~~ including program code, when executed on a computer, for tracking the time spent by a user working with the computer for different projects, the program code being arranged to:

provide a plurality of virtual desktops which are assignable to different projects and switchable by the user;

track the time spent by the user working on the different desktops, thereby tracking the time spent on the projects to which the respective desktops are assigned.

2. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 1, wherein the program code is arranged to track the time spent by the user working on the different project-assigned desktops based on "start" and "stop" events indicative of a commencement or cessation of work.

3. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 2, wherein a start event is at least one of:

switching to the desktop assigned to the respective project;  
manually operating a control element indicative of a start of work;  
exhibiting user activity on the computer after a stop; and  
starting the computer or logging-in.

4. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 2, wherein a stop event is at least one of:

switching from the current desktop to another desktop;  
manually operating a control element indicative of a stop of work;

failure to exhibit any user activity on the computer for a specified inactivity time;  
not confirming an invitation to confirm user activity;  
not operating a dead-man's button for more than an accepted dead time;  
shutting down the computer or logging-off.

5. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 2, wherein the program code is arranged to track the time spent by the user working on the different project-assigned desktops by logging, for each project-assigned desktop, the start and stop events, and by finally calculating the total time between start and stop events.

6. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 2, wherein the program code is arranged to track the time spent by the user working on the different project-assigned desktops by cumulating, for each project-assigned desktop, the time elapsed between the start and stop events.

7. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 1, wherein the program code is arranged to prepare project-time-related output data in predetermined time intervals or on user demand.

8. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 1, wherein the program code is arranged such that the virtual desktops present link icons, and is arranged to enable the user to define, as individual desktop settings, the link icons individually for the different project-assigned desktops, so that, upon switching from one of the desktops to another, different link icons are displayable.

9. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 8, wherein the program code is arranged to enable the user to determine further desktop settings, besides the link icons, individually for the virtual desktops, said further settings being at least one of: resources, positions of the link icons, and background pictures, so that, upon switching from one of the desktops to another, different desktop settings are active.

10. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 8, wherein the program code is arranged, upon a switch from one virtual desktop to another, to:

- store the desktop settings of the old desktop;
- retrieve the desktop settings of the newly selected desktop;
- use the retrieved desktop settings as current desktop settings for the newly selected desktop.

11. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 10, wherein the program code is arranged to be executed in the framework of a Microsoft Windows operating system comprising a desktop manager using a desktop directory and a registry, wherein the desktop settings are located in the desktop directory and in the registry, and wherein the program code is arranged, upon a switch from one virtual desktop to another, to export the desktop settings of the previously active desktop from the desktop directory and the registry, and to import the desktop settings of the newly selected desktop into the desktop directory and the registry.

12. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 10, wherein the program code is arranged to be executed in the framework of a Unix, Unix derivate or Linux operating system comprising a desktop manager providing a switchable-virtual-desktop mechanism.

13. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 12, wherein the program code is arranged to control the desktop settings via an application programming interface of the desktop manager.

14. (CURRENTLY AMENDED) A memory storing a computer program ~~product~~ for extending a computer's operating system which provides a virtual desktop, the computer program ~~product~~ including program code, when executed, for tracking the time spent by the user working with the computer for different projects; the program code being arranged to:

- extend the operating system's desktop functionality to a multi-desktop functionality,

wherein the desktops are switchable by the user and are assignable to different projects;

track the time spent by the user working on the different desktops, thereby tracking the time spent on the projects to which the respective desktops are assigned.

15. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 14, wherein the virtual desktops present link icons, and the program code is arranged to enable the user to define, as individual desktop settings, the link icons individually for the different project-assigned desktops, so that, upon switching from one of the desktops to another, different link icons are displayable.

16. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 15, wherein the program code is arranged to be executed in the framework of a Microsoft Windows operating system comprising a desktop manager using a desktop directory and a registry, wherein the desktop settings are located in the desktop directory and in the registry, and wherein the program code is arranged, upon a switch from one virtual desktop to another, to export the desktop settings of the previously active desktop from the desktop directory and the registry, and to import the desktop settings of the newly selected desktop into the desktop directory and the registry.

17. (CURRENTLY AMENDED) A memory including a computer program ~~product~~ for extending a computer's operating system which provides a plurality of virtual desktops switchable by a user, the computer program ~~product~~ including program code, when executed, for tracking the time spent by the user working with the computer for different projects, wherein desktops are assigned to projects; the program code being arranged to:

track the time spent by the user working on the different desktops, thereby tracking the time spent on the projects to which the respective desktops are assigned.

18. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 17, wherein the operating system to be extended is a Unix, Unix derivate or Linux operating system comprising a desktop manager providing a switchable-virtual-desktop mechanism.

19. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 17, wherein the virtual desktops present link icons, and the program code is arranged to enable the user to define, as individual desktop settings, the link icons individually for the different project-assigned desktops, so that, upon switching from one of the desktops to another, different link icons are displayable.

20. (CURRENTLY AMENDED) The ~~computer program product~~ memory of claim 19, wherein the program code is arranged to control the desktop settings via an application program interface of a desktop manager.

21. (ORIGINAL) A computer arranged to track the time spent by a user working with the computer for different projects, comprising:

a desktop manager arranged to provide a plurality of virtual desktops which are assignable to different projects and switchable by the user;

a project-time tracker arranged to individually track the time spent by the user working on the different desktops, thereby tracking the time spent on the projects to which the respective desktops are assigned.

22. (ORIGINAL) A method of tracking the time spent by a user working with a computer for different projects, wherein the computer is arranged to provide a plurality of virtual desktops assigned to different projects; comprising:

working, by the user, on a desktop which is assigned to a currently handled project and switching to another of the desktops when another project is handled;

tracking, by the computer, the time spent by the user working on the different desktops, thereby tracking the time spent on the projects to which the respective desktops are assigned.

23. (CURRENTLY AMENDED) A memory storing a computer program ~~product~~ including program code, when executed on a computer, for providing a graphical user interface with a plurality of virtual desktops presenting link icons to a user, the program code being

arranged to:

provide the plurality of virtual desktops in a way that the user can switch from one to another as desired;

enable the user to define, as individual desktop settings, the link icons individually for the virtual desktops, so that, upon switching from one of the desktops to another, different link icons are displayable.

24. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 23, wherein the program code is arranged to enable the user to determine further desktop settings, besides the link icons, individually for the virtual desktops, said further settings being at least one of: resources, positions of the link icons, and background pictures, so that, upon switching from one of the desktops to another, different desktop settings are active.

25. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 23, wherein the program code is arranged, upon a switch from one virtual desktop to another, to:

store the desktop settings of the previously active desktop;

retrieve the desktop settings of the newly selected desktop;

use the retrieved desktop settings as current desktop settings for the newly selected desktop.

26. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 25, wherein the program code is arranged to be executed in the framework of a Microsoft Windows operating system comprising a desktop manager using a desktop directory and a registry, wherein the desktop settings are located in the desktop directory and in the registry, and wherein the program code is arranged, upon a switch from one virtual desktop to another, to export the desktop settings of the previously active desktop from the desktop directory and the registry, and to import the desktop settings of the newly selected desktop into the desktop directory and the registry.

27. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 25, wherein the program code is arranged to be executed in the framework of a Unix or Unix

derivate operating system comprising a desktop manager providing a switchable-virtual-desktop mechanism.

28. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 27, wherein the program code is arranged to control the desktop settings via an application programming interface of the desktop manager.

29. (CURRENTLY AMENDED) The ~~computer-program-product~~ memory of claim 23, wherein the program code is arranged to enable the user to assign the virtual desktops to different projects on which the user works; and

to individually track the time spent by the user working on the different desktops, thereby tracking the time spent on the projects to which the individual desktops are assigned.

30. (ORIGINAL) A computer having a graphical user interface with a plurality of virtual desktops, comprising:

a desktop manager arranged to provide the plurality of virtual desktops switchable by the user;

wherein the virtual desktops present link icons, and wherein the desktop manager is arranged to enable the user to define the link icons individually for the virtual desktops, so that, upon switching from one of the desktops to another, different link icons are displayable.

31. (CURRENTLY AMENDED) A method of providing a user of a computer with a plurality of virtual desktops presenting link icons to the user, said virtual desktops being switchable by the user, comprising:

enabling the user to define the link icons individually for the virtual desktops; and,

~~when a switch is made from one desktop to another,~~ displaying different link icons for the different desktops, according to the desktop-individual link-icon definition, in response to a switch being made from one desktop to another.